THERE MUST BE A VICTORY

Designed by Paul Rohrbaugh

*The Adriatic is an Italian lake,
and the Austrian flag must be swept from it.
Do as you think best, but this goal must be attained.*

CABLE TO THE ADMIRAL OF THE ITALIAN FLEET, CARLO PERSANO

*There must be a victory at Lissa.
Ram anything painted grey!*

SIGNAL FROM THE ADMIRAL OF THE AUSTRIAN FLEET,

WILHELM VON TEGETTHOFF

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible – but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

There Must be a Victory is a war game simulation of the Adriatic naval campaign during the Seven Weeks War (June and July of 1866) between Austria and Italy. Austria would suffer defeat on land against Italy's ally, Prussia. The naval campaign fought in the Adriatic, however, was a brilliant success for the Austrian navy. The battle fought near the island of Lissa would be the first time fleets of ironclad warships engaged in battle on the high seas.

2.0 GAME COMPONENTS

A complete game of *There Must be a Victory* has the following components:

One 11" x 17" Operational map and tracks

One 22" x 34" Tactical Battle Board map

One sheet of 70 1" x ½" counters, one sheet of 64 ⅝" counters and one sheet of 100 ½" counters

One Austrian and one Italian manifest sheet

This set of rules

In addition, one 10-sided die is needed to play the game. A die roll of 0 is read as 0 and not 10.

Players should and are given permission to copy for personal use both ship/port manifests before playing the game. Keep the originals unmarked and use the copies for playing the game.

If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *There Must be a Victory*

Or e-mail us at: support@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *There Must be a Victory* discussion folders at www.consimworld.com.

2.1 Ship Counter Abbreviations

Austrian

A. HOFER	Andreas Hofer
D.J.de AUSTRIA	Don Juan de Austria
E. FERD. MAX	Erzhog Ferdinand Max
K.ELISA	Kaiserin Elixabeth
SCHWARZENB	Schwarzenberg

Turkish

ASSAR-i-T	Assar-i-Tewfik
FETH-i-BAL	Feth-i-Balend
SULT MEHM	Sultan Mehmet

Italian

CASTELFIDAR	Castelfidardo
C. ALBERTO	Carlo Alberto
D.di GENOVA	Duca di Genova
E. FIERAMOSCO	Ettore Fieramoso
ESPLOR	Esploratore
FULMENANT	Fulmenante
M. ADELAIDE	Maria Adelaide
MESSAG	Messagero
P. CLOTILDA	Principessa Clotilda
PR. di CARIGNA	Principe di Carignano
PR. UMBERTO	Principe Umberto
R.d'PORTOG	Re d'Portogallo
R.MARIA PIA	Regina Maria Pia
RE GALANT	Re Galantuomo
V. EMMANUELE	Vittorio Emmanuele

3.0 GAME TERMS

Admirals These leader units represent the leaders and staff of each side's navies. Admiral Carlo Persano led the Italian navy, while Admiral Wilhelm von Tegetthoff led the Austrian. Each admiral has a command rating that is used to influence various die rolls during play. An Admiral unit must be placed upon one ship in a fleet, making it the navy's flagship. Additionally, other fleets are led by Vice-Admirals. Admiral and Vice-Admiral counters are used on the Tactical Battle Board to indicate each fleet's flagship. Admirals may only change ships/fleets when in port.

B (Broadside Ironclad) Warships protected with iron plate that have their guns arrayed in rows along the ship's sides. These were the largest of the ships that fought on both sides at Lissa. Ironclad warships are indicated by having the defense factor followed by "ic".

Crew Quality "A" is the best, "C" is the worst. All Austrian ships have a crew quality of "A", Italians and French are "B", Turkish

are "C". Crew quality can be reduced due to combat and random events; this is recorded on each player's ship manifest. Crew quality can never be higher than "A" or less than "C". This represents the degree of training of the ships' crews, as well as the effects of combat loss.

DR/DRM Die Roll/Die Roll Modifier

D (Dispatch Ship) A small, lightly armed warship used for reconnaissance and relaying signals. These ships can be of help in carrying out or avoiding interception attempts (Case 5.1.1) or with optional rule 11.4.

DIW Dead in the Water

Fire Arc Most ships have their guns arranged along their sides (broadside) to fire at the enemy. Ships fire at full strength through the two hex sides along the left (port) or right (starboard). They may not fire at all through the bow (front) or stern (rear) hex sides. See the example on page 8. *Exception All small ships may fire at full strength through any hex side.*

Designer's Note Most of these ships had their few guns mounted on pivots to enable them to engage targets on many bearings. Also, the Affondatore *had its guns mounted in turrets.*

Fleet Mobilization Level (FML) One for the Austrian, the other for the Italian player, these tracks simulate the nation's willingness to risk its fleets in battle. In order to mobilize a fleet without losing victory points, a player must roll less than or equal to the current FML.

G (Gunboat) A small warship armed with large guns. Usually used for bombarding land targets.

I (Ironclad Ram Ship) The Italian warship *Affondatore* ("the Sinker"). This type of warship arose out of the fighting during the American Civil War. The main weapon of the ship was its massive ram that projected from the bow.

MA (Movement Allowance) The value printed on the lower right corner of a ship's counter. This is the number of Movement Points (MPs) the ship has to move during its movement phase.

MP (Movement Point) A ship begins a Movement phase with MPs equal to its MA. A Fleet begins with MPs equal to the slowest ship's MA in the fleet. Each MP represents approximately four knots of speed.

PAC (Player's Aid Charts) These are bound in the center of the rules. Remove staples to separate.

Ram A large, beak-like weapon attached to the bow of many of this era's warships. Only

those ship counters with a triangle or double arrow bow hex side indicator may conduct ram attacks. A single triangle (◄) marks ships with reinforced armored rams, purpose-built for the occasion. Double arrows (◄◄) are used on large ships with reinforced bows that had crews trained in ramming tactics. Ship counters with no bow hex side indicator may not ram; these were too small or weak to carry out ramming attacks, or had untrained crews.

Sea Areas There are thirteen sea areas on the operational game map. Four are coastal and eight are subdivided into four sub-areas: "At Sea", "On Station: Blockade" and "On Station: Bombard" and "Port". The eight subdivided sea areas correspond to ports controlled by the two combatants and identified by the color of the area (green for Italian and red for Austrian). The sea area "To the Mediterranean" is used to transit units to and from the map and game play, as well as allowing movement to/from Taranto.

F, C (Steam Frigate, Steam Corvette) These are steam-powered wooden warships, many with broadside batteries. Most of these ships were fitted with some degree of additional protection such as chains or rail iron to provide some protection to critical areas.

Size Indicator Some ships are classified as small. All D, G ships, and the I *Affondatore* are small. The indicator letter "S" (middle right of counter) indicates it is a small-sized ship. This size will affect fire combat against it.

TBB Tactical Battle Board

VP(s) Victory Point(s)

Game Scale Each ship counter represents one ship. Each game turn represents four days, while each battle board impulse represents 10 minutes. A battle board hex is 500 yards across.

Unit Counters Austrian warships and leaders have an orange background color. Italian units have a green background. Turkish units have a beige background, and French units have a blue background.

Various marker units are used to record game events such as weather, game turn, FML and VP levels, random events and visibility on the battle board. Other markers indicate the status of ships (critical hits, out of command, moved, fired upon, turned) and fleets (low fuel, low fuel and ammo). See PAC for a marker key.

4.0 SEQUENCE OF PLAY

The following sequence of play governs each turn of the game. There are 12 turns, sub-

divided into phases, in a complete game of *There Must be a Victory*.

Turn Start Phase
　Weather Determination Segment (**5.1**)
　Random Event Segment (**5.2**)
　Initiative Determination Segment (**5.3**)

Operations Phase (**6.0**)

Tactical Combat Phase (7.0)

Return to Port Phase (8.0)

Bombardment Phase (9.0)

Blockade Phase (10.0)

End of Turn Phase (11.0)
　Repair Segment (11.1)
　Reinforcement Segment (11.2)
　Victory Determination Phase (11.3)

5.0 TURN START PHASE

5.1 Weather Determination Segment

5.1.1 Weather is not rolled for on turn 1. The game starts with clear weather

5.1.2 The player who had initiative last turn rolls one die and consults the weather table located in the PAC. Weather will affect battle visibility (Section 7.5), fire combat (Section 7.7), Ramming attacks (Section 7.8) and Damaged ships (Section 11.1).

5.2 Random Event Segment

Both players have 6 random event markers. These are placed into an opaque container, on the applicable turns, along with all of the 12 "no event" markers.

5.2.1 During this segment, both players randomly take one marker from the container and reveal what they drew.

5.2.2 If a player draws one of their own random event markers, they consult the Random events chart (see PAC) and apply the results immediately

5.2.3 If a player draws his opponent's random event marker, he reveals it and announces if it will be implemented. If not implemented, return the marker to the cup to be possibly drawn again later in the game.

5.2.4 A "No Event" marker means that nothing occurred as a result of that player's draw. The marker is returned to the cup.

5.3 Initiative Determination Segment

Each player rolls one die and adds their current FML and their Admiral's command rating. The player with the highest total wins the initiative and can mobilize/activate first in the turn.

6.0 OPERATIONS PHASE

Starting with the Initiative player, players will alternate performing operational impulses in which they can mobilize and activate their fleets. The impulses will carry on until neither player has fleets that they can activate remaining or both players pass consecutively. A fleet which starts the turn in a port must be mobilized to be able to activate and thus move and perform Missions.

6.1 MOBILIZATION

A fleet in a port or a group of fleets that are in the same port as the nation's admiral must first be mobilized before it can perform activations and be moved, perform missions, or fight combats. Each nation has a fleet mobilization track located on the operational map. Fleets that begin the turn already at sea do not have to roll for mobilization.

6.1.1 Mobilization Level Fleet Mobilization Levels (FMLs) vary from 1 (the worst) to 10 (the best). A nation's FML is modified as follows:

Increased one level on even turns (Italian player only, marked on the game turn track)

Decreased one level on every third turn (Austrian player only, marked on the game turn track)

As per random events

Increased one level per 10 victory points accrued during the turn (performed during the Victory Phase)

Designer's Note The FML simulates the political leadership's willingness to risk its very expensive navy in battle. As the fortunes of war change, both on land and at sea, an Admiral will find varying chances to seek and destroy the enemy.

6.1.2 Mobilization Procedure To mobilize, a fleet (or fleets along with the admiral's fleet) must first pass a mobilization check. Make a DR. Modify the DR by the Admiral's command rating if present (Admiral's printed DRM raises the DR for the Italians, lowers it for the Austrians). If the modified DR result is ≤ the nation's current FML, the fleet mobilizes. If failed, flip the fleet markers over to its activated side **or** immediately perform

a second mobilization attempt (same as first) by deducting a number of VPs from your VP total equal to the difference of the just failed result and the nation's current FML. If this check passes, the fleet(s) mobilize. If it fails, one last attempt (same as first and second) can be made by deducting **two times** the second attempt's result difference between your nation's FML in VPs from your VP total. If successful, the fleet(s) will mobilize. If not, flip the fleet(s) marker(s) to its(their) activated side(s). A fleet may never attempt mobilization more than 3 times in a turn.

6.1.3 Fleets will perform their first activation for the turn immediately after they have been mobilized (see Section 6.2).

6.1.4 Fleets which begin the turn at sea are considered automatically mobilized.

6.1.5 If the Admiral's Fleet is mobilized, any other fleets in the same port may automatically be mobilized and then must activate together with the Admiral's Fleet.

*Note The amount of VPs deducted for the Admiral's Fleet's mobilization attempt is only for his fleet, not for each other fleet that joined his fleet's mobilization attempt. They **are** considered to have attempted to mobilize if the attempt fails.*

6.2 Fleet Activation

6.2.1 Activation of a fleet permits that fleet to move (Section 6.3) and be assigned to a mission (Blockade or Bombardment) in an area. The number of activations that a fleet may perform in a turn is dependent on the number of mobilization attempts made:

Mobilized on first attempt
Up to three activations

Mobilized on second attempt
Up to two activations

Mobilized on third attempt
One activation

Fleet Beginning at Sea One activation only which requires a FML check to perform. Failure causes the fleet to be flipped to its activated side.

6.2.2 A fleet performs its first activation immediately after it mobilizes.

6.2.3 A fleet that starts the turn at sea may only perform one activation in the turn.

6.2.4 The order in which fleets are activated and moved is up to the owning player. Players may pass when it is their turn to attempt an activation. If both players consecutively pass (even if un-activated, unmoved fleets

remain), or all the fleets on the board are flipped to their activated side, the Operations Phase is ended.

A fleet which has already activated in the turn may attempt to activate again if it:

does not have a Low Fuel/Low Fuel and Ammo marker on it, **and**

is not flipped to its activated side **and**

has not performed the maximum number of activations it is eligible to perform **and**

is in the "At Sea" box of an area.

6.2.5 Second Activation A player performs another FML check for the fleet. If this check fails, he can reduce his VPs equal to the difference of the modified DR and the nation's FML and then can move the fleet. If no VPs are expended to perform a second move, the fleet is immediately flipped to its activated side and may not be activated again that turn. Those fleets which could only activate twice in a turn are flipped to their activated side once they complete this activation.

6.2.6 Third Activation In a following impulse after a fleet has successfully performed a second activation and is eligible to perform a third activation, another FML check can be made for its third activation. If this check fails, flip the fleet marker to its activated side. If passed, perform the activation and then flip the fleet marker to its activated side; it may not be activated again that turn.

Game Play Note Activated fleets may always still attempt interceptions (Section 6.5)

6.3 Fleet Composition

In order for ships to be activated they must be part of a fleet. Each player has up to four fleets that can be formed. The type of fleet determines what types of ships may compose its ranks. Players are free to inspect each other's fleet composition cards at any time in the game.

Historical Note Spies were everywhere, and the newspapers loved to print everything!

6.3.1 Main Fleet At least 4 warships, only one of which may be small, can be part of the Main Fleet. There is no maximum number of ships that can make up this fleet. An admiral's flagship can be part of the Main fleet.

Exception Disregard the small size designation for the ICR Affondatore in this instance

6.3.2 Battle Fleet At least 4 warships, at least 1 of which is an ironclad if any are available, can be part of this fleet. Any number of other

ships, regardless of size, can make up this fleet. An admiral's flagship can be part of the Battle Fleet.

Note In addition to the guidelines listed above, the admiral must be in the fleet with the most ironclad warships.

6.3.3 Support Fleet Any number of small-sized ships, but at least 4, can make up this fleet. Up to 2 ironclads can also be part of the Support Fleet, but no other large ships can be a part. An admiral's flagship may not be part of the Support Fleet. The Austrian Support Fleet, with all Austrian gunboats, arrives in the game as a reinforcement.

6.3.4 Reserve Fleet Any number of ships, but at least 4, can compose this fleet. An admiral's flagship cannot be part of the Reserve Fleet. The Italian Reserve Fleet is not available unless Taranto is attacked or victory points are forfeited. See Section 8.2 about how this fleet is released for game play.

6.3.5 Fleet markers may be reused if all ships composing it are sunk. Place the fleet marker on the next space of the game turn record track to record its availability. Such fleet markers can be placed in any of the owning player's ports (blockaded or not).

6.3.6 At the very beginning of the Operations Phase, before any mobilization or activation attempts are made, ships can be allocated to a fleet, or changed from one fleet to another when both fleets or the ships are in the same port.

6.3.7 Ships may not be transferred from one fleet to another at sea.

6.4 Operational Map Movement

Fleets are moved from one connected area to another as delineated by the connector lines between areas.

6.4.1 More than one fleet may be moved together if the Admiral's fleet is present and activated this impulse.

6.4.2 The speed of a fleet is that of its slowest ship's MA.

6.4.3 A fleet pays 1 MP to exit its "Port" box into the "At Sea" box in the same area, and 1 MP to move from one sea area to another connected (via blue line) sea area. It costs no MP to enter the "Port" box of the area from another box in the same sea area, but only friendly ships may do so.

6.4.4 Fleets that move into an area occupied by an enemy fleet may be intercepted (Section 6.5) except in the "To the Mediterranean" area.

6.4.5 All ships not in the "To the Mediterranean" area must be part of a fleet.

6.4.6 A sea area (except for the "To the Mediterranean" and the 4 coastal areas) are divided into four sub areas: "At Sea", "On Station Blockade", "On Station Bombard" and "Port". When a fleet ends its current activation's movement in a sea area, it must be placed in one of these three sub areas. If placed into one of the "On Station" boxes, this is its mission for the turn and no further activations may be performed by this fleet. If placed in the "At Sea" box, it may perform another activation during a later impulse if eligible. The port of Taranto can never be blockaded by the Austrian player.

6.4.7 Only fleets that are not "Low Fuel" or "Low Fuel and Ammo" can perform Bombardment or Blockade missions.

6.4.8 No ships may ever enter the port of Spalato.

6.4.9 If the moving player moves his fleet into the same sub area as an enemy fleet, his fleet's movement is ended.

6.4.10 If enemy fleets/ships occupy the "To the Mediterranean" sea area, the moving fleet must stop.

6.5 Interception

When a moving fleet enters a coastal or sea area occupied by an enemy fleet or fleets, the moving fleet must interrupt its move to see if the enemy player will attempt an interception. If the enemy player does not desire to intercept, then the enemy fleet may continue moving unmolested.

6.5.1 If an interception is desired, the enemy player indicates which of his fleets is attempting the interception.

6.5.2 Enemy fleets that are in the "At Sea" box must always attempt interceptions first.

6.5.3 If the enemy Admiral is in the area, the enemy player can then choose to go "All or Nothing". The first intercept DR is for all the enemy fleets in the area. Otherwise, a series of DRs is made for each fleet attempting to intercept.

6.5.4 Procedure Each player rolls a die for each fleet and applies the DRMs found on the Interception Table in the PAC. The high roll wins and the winning player applies the results found on the Interception Results Table in the PAC.

6.6 Towing

Ships that have no MP allowance (DIW) can be towed by any ship that can move.

6.6.1 Towing can take place on the battle board and/or fleet deployment card, and towing is in effect as soon as it is declared and the two ships are stacked together

6.6.2 The speed of both ships is 1, regardless of the MP allowance of the towing ship.

6.6.3 A towed ship is placed beneath the one towing, and no other ship may stack with it on the battle board in combat.

6.6.4 A towed ship can be "cut loose" at any time by the owning player. *Exception Once a ramming attack has been declared, a towed ship can not be cut loose until after the ramming attack is resolved. Should the towing ship be sunk, the towed ship is automatically considered to be cut loose (it doesn't go under with its unfortunate companion, at least not just yet).*

6.6.5. Towing is not possible in foul weather turns. A fleet in foul weather will have to scuttle immobile ships if it wishes to return to port. *This is war, deal with it!*

6.7 Mediterranean Sea Area

6.7.1 Ships that enter and remain in the "To the Mediterranean" sea area do not have to be part of a fleet.

6.7.2 Ships can be "dropped off" by fleets while they move through or stop in this sea area. These ships are considered to be engaging in independent operations off-map.

6.7.3 Ships in the "To the Mediterranean" sea area may not be "picked up" by a fleet.

6.7.4 Fleets may move into and through the "To the Mediterranean" sea area; this is the only way to get to or from Taranto.

6.7.5 Interception attempts are not needed, as combat automatically occurs between opposing ships/fleets if at least one player desires combat.

6.7.6 Any individual warships not part of a fleet that are compelled to leave the area are removed from the game (in this instance only award victory points as if the warship(s) were sunk).

7.0 TACTICAL COMBAT PHASE

Combat occurs when opposing fleets occupy the same sea area at the end of the Activation Phase. All combats are resolved by deploying the individual ships on the TBB and playing out 12 impulses. There are two forms of combat on the battle board, fire and ramming. Following combat, a defeated fleet may be forced to return to a friendly port.

7.1 Conditions and Restrictions

7.1.1 All fleets that are not dedicated to bombardment or blockade missions must engage in combat.

7.1.2 If all of one player's fleets in an area have been dedicated to bombardment or blockade missions, one of those fleets must cease its mission so that a combat can be resolved (owning player's choice).

7.1.3 Any additional fleets in the area that are bombarding or blockading may become involved in the combat if each fleet individually passes an FML DR check. The friendly Admiral's command rating modifies this DR if present.

7.1.4 If this FML check is failed, the player may deduct one VP from his total to have the fleet participate in the combat.

7.2 TBB Deployment

7.2.1 The side with the initiative chooses whether to set up their ships first on the TBB or have their opponent do so.

7.2.2 There are six Tactical Battle Board maps printed on the large map in the game. They are already arranged as they should be to play a tactical battle. Player's have the option to cut these out (along the thin cut lines) to facilitate map rearrangement if the battle moves off one map's edge. The diagram below shows the at-start TBB map arrangement if the maps have been cut out:

| A | B | C |
| D | E | F |
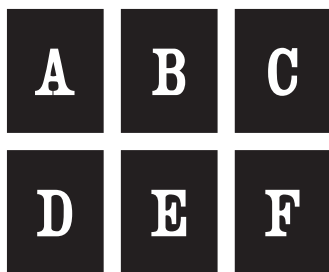
7.2.3 The player to set up first places their Admiral's or Vice-Admiral's (whichever is present) flagship in the "B" hex of TBB-B with either the ship's broadside facing the enemy or the ship's bow pointed toward the enemy. Then place the rest of the ships of the Admiral's fleet in a valid formation on the board.

7.2.4 If there is more than one fleet present, those Fleets are deployed as described in the formation rules (Cases 7.3.1 to 7.3.3).

7.2.5 His opponent will set up next on TBB-E by applying the same guidelines as above except in reference to "E". *Note Admirals may not change ships during a battle.*

7.2.6 As ships move and the battle develops, players may run up against the TBB outside edges. Players can either:

a) move map segments around to accommodate the ships' maneuvers, *or*

b) shift all of the ship counters so that they are closer to the middle of the map than before, *or*

c) permission is granted to make copies of the photocopy-optimized map segment printed on the back of the Italian manifest.

7.2.7 Battle Board Stacking While in a formation, up to two ships can occupy the same hex provided they are facing the same direction and have the same speed. Otherwise stacking is one ship per hex.

7.3 TBB Movement

Individual ships move from one hex to another on the battle board up to the limit of their MP allowance.

7.3.1 A ship must move at least 1 MP per impulse or it is marked with a DIW marker.

7.3.2 All ships must move into the hex the counter's bow indicator is pointed.

7.3.3 A small ship may turn one hex side in a hex with no MP cost after moving to a new hex. All other ships must expend 1 MP to turn one hex side after moving to a new hex. No ships may ever turn more than 1 hex side per hex.

7.3.4 Ships may start their move by turning if they did not end the previous impulse with a turn. Mark a ship that ended a movement impulse by turning with a "Turned" marker to indicate that it must move forward one hex before turning again.

7.3.5 No ship may ever move backwards.

Designer's Note Actually, the real ships could do so, especially following a ramming attack. At this scale, however, such movement is built into the rules for ramming combat.

7.3.6 Any number of ships may pass through a hex occupied by one ship.

7.3.7 Ships may not enter or pass through a hex occupied by 2 ships. *Exception Towing ships/towed ships may still be targeted for ramming attacks, and the hex entered by a ramming ship. The attacking player must specify the targeted ship.*

7.3.8 A ship may end its move in the same hex as another friendly ship if the hex entered has a ship that is part of a formation (see Section 7.4). Otherwise the ship may not move.

7.3.9 Ships may only enter a hex occupied by an enemy ship to conduct a ram attack. A ship that does so immediately ends its movement.

7.3.10 Ships that begin an impulse with a DIW marker, and are still capable of movement, must first make a DR to determine if they can begin moving. Modify the DR by the modifiers listed in the Dead in Water Ship Movement Startup Table in the PAC and apply the results.

7.4 Ship Formations

7.4.1 A minimum of 2 ships is required to create a formation.

7.4.2 Ships that are positioned in a valid formation, and are in LOS and visibility range of:

the formation's flagship, **or**

another ship in the same formation that can see the flagship, **or**

are part of a chain of ships which maintains a linked visibility to the flagship

can activate together in an impulse (see Section 7.5). If the above conditions are met, the formation exists and simultaneous activation is allowable (see Cases 7.4.1 and 7.4.2, as well as Section 12.4).

7.4.3 Ships unable to meet the conditions above are considered out of formation (place Out of Command markers on them) and must activate separately (i.e., the flagship is out of position, there is gap of hexes, a lack of visibility, or other ships intervene). In instances where there is a lack of clarity or some disagreement, the individual ship is considered to be out of formation. Use the "Out of Command" markers to indicate these ships.

Players may voluntarily declare any number of non-flagship ships to be operating independently. Mark such ships as "Out of command."

All ships in a formation must be arrayed as described below. See the PAC for formation diagrams.

7.4.4 Line-Ahead Ships are deployed with the flagship in the front or middle of a line of ships; following ships in the hex adjacent to the stern, or bow if in the middle, and facing the same direction of, the flagship. Ships in line ahead formation must follow the path that the ship ahead of them moved through. The line ahead formation must maintain its order and its unbroken line of ships.

If more than one fleet is present, then the Vice-Admiral's flagship is placed one or two hexes abeam (in the broadside arc, either port or starboard) of the Admiral's flagship, further away from the enemy and facing in the same direction as the Admiral's ships. Ships of the Vice-Admiral's fleet are then arranged in a similar fashion (parallel to and facing the same direction) to those of the Admiral's. This formation can be used by both players.

7.4.5 Line-Abreast Ships are deployed one or two hexes from and within the broadside arcs of the flagship, facing in the same direction as the flagship. The flagship must be in the middle of the formation. If more than one fleet is present, the Admiral's fleet must be the front-most (closest to the enemy) line-abreast formation. Vice-Admiral fleets are deployed one or two hexes immediately behind (away from the enemy) the Admiral's Fleet, and have its ships deployed in a similar manner as the Admiral's. If only Vice-Admirals are present in a multi-fleet combat, the owning player can decide which fleet to place in the front and which fleet to come behind. This formation can be used by both players.

Note Flagships in the line-abreast can be either in the middle or at either end.

7.4.6 Flying Wedge Similar to a line-abreast formation. The flagship is placed in the middle and ships are deployed 1 or 2 hexes from the port and starboard stern-most hexes of the flagship, or the next ship to the flagship. The result will be a "V-like" formation pointing towards the enemy. In multi-fleet combats the Admiral's flagship must be in the front wedge. A Vice-Admiral's flagship deploys one or two hexes behind the Admiral's, and its ships form up in a similar "V."

Note Only the Austrian player may use the Flying Wedge Formation. The Austrian Flagship must be in the middle point of a Flying Wedge Formation.

7.5 Combat Impulse Sequence of Play

Each combat impulse is subdivided into phases that are performed in the following order:

7.5.1 Initiative Player's First Formation Phase The initiative player selects all ships of any one formation to first fire, then move. All ships of the formation will conduct fire combat before any ships of the formation move. Any ram attacks are resolved during movement.

7.5.2 Non-Initiative Player's First Formation Phase As with the initiative player, all ships of any one formation first fire, then

move. Any ram attacks are resolved during movement.

7.5.3 Initiative Player's Second Formation Phase Ships of an un-activated formation may fire and move.

7.5.4 Non-Initiative Player's Second Formation Phase Ships of an un-activated formation may fire and move.

Note Repeat steps 7.5.3 and 7.5.4 if there is a 3rd or 4th formation by either player to be activated.

7.5.5 Non-Formation Ship Activation Out of Formation ships may now fire and move. The initiative player activates one ship first, followed by the non-initiative player. Repeat this step until there are no un-activated ships remaining on either sides. If one player runs out of ships to activate, the other player continues to activate his Out of Formation ships individually.

Game Play Note All ships which are in a formation will activate before any individual ships. This may mean that a player who has no coherent formations will not be able to move any ships until all of his/her opponent's formations have been activated. Flip units which have moved over to their moved side.

7.6 Visibility
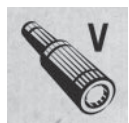
Gunpowder smoke and climatic conditions seriously limited the ability of the combatants to see and engage one another or stay in formation.

7.6.1 The visibility track on the TBB indicates the number of hexes away ships can "see" one another (not counting the hex the owning player's ship is in).

7.6.2 Those ships that are beyond the visibility range of hexes cannot fire upon each other.

7.6.3 Visibility also affects a ship's formation status (Section 7.4). All ships, both enemy and friendly, block line-of-sight and visibility for command purposes *(Exception See Section 12.4).*

7.6.4 Visibility is adjusted at the beginning of each TBB impulse for each of the following:

Lower one space if one to ten ships engaged in fire combat during the previous impulse.

Lower two spaces if eleven or more ships engaged in fire combat during the previous impulse.

Raise one space if no ships engaged in fire combat during the previous impulse.

7.6.5 Visibility cannot rise above the upper limit imposed by the turn's weather conditions.

7.7 Line-of-Sight

To fire upon an enemy ship, a clear line of sight must be established. A line of sight is blocked if any ship, friendly or enemy, is between the firing and targeted ships. Use a straight edge or piece of string, placed at the middle of each counter, to determine the line of sight. If any portion of another ship counter interrupts this line of sight the fire combat is not permitted.

Note See the illustrated example at the end section 7.8.

7.8 Fire Combat

Fire combat occurs before any activated ship(s) move.

7.8.1 Activated ships fire individually upon a targeted enemy ship using their combat factor.

7.8.2 All non-small ships can only fire through their broadside hex sides. See the example on the following page. Small ships have a 360 degree fire arc, so they can also fire through their stern or bow hex sides.

7.8.3 A ship can fire at only one opposing ship per turn from either its port or starboard arc (not both at the same time).

7.8.4 An enemy ship can only be fired upon by as many ships as are presently activated for the impulse and that are in visibility range (Section 7.6) and LOS (Section 7.7) of the target.
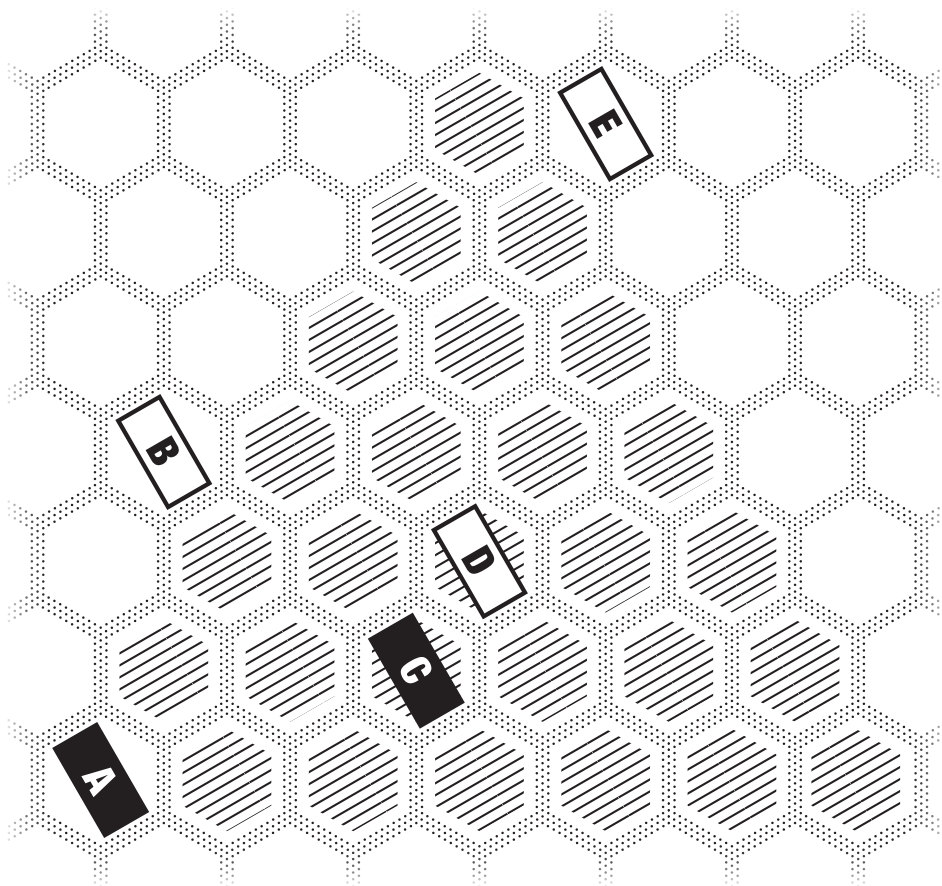
7.8.5 Once the activation phase has ended, no other ships can fire upon the same targeted ship. Use the Fired Upon markers to indicate such enemy ships.

Designer's Note This simulates a number of things: the doctrine of each navy to engage as many of the enemy as possible, the advantage of fighting as a formation, and an attempt to simulate the short time span of the impulse.

7.8.6 Fire Combat Resolution To resolve the fire combat indicate the firing and targeted ships and make a DR. Modify the DR by the Fire Combat Modifiers found in the PAC. Then consult the Fire Combat Results table to find the result.

7.8.7 Fire Combat Hits Each hit is recorded on a ship's or port's manifest starting from the left and crossing off boxes towards the right. This corresponds to its ability to absorb damage and continue floating (hull rating). Once all of a ship's hull boxes are checked

FIRING EXAMPLE

Ship A can potentially fire at ships within its triangular broadside firing arc, indicated here by shaded hexes.

Assuming the current visibility is six hexes, ship A can fire upon ship C, but cannot fire upon ship F.

Ship A could not fire upon ship D as ship C blocks line of sight.

Ship A cannot fire upon ship B since it is outside of ship A's firing arc.

If ship A was a small ship, it could fire at ship B. Small ships have a 360° firing arc, and are indicated by a letter "S" on the right side or the center of the ship counter.

---

off, it will sink. See the PAC for the effects of damage on a ship.

Important Note A ship's CF may be reduced below zero (i.e., becomes a negative die roll modifier).

Note Bow/Stern hexes are shaded black. Firing arc is the blue shaded area

7.9 Ram Attacks

Ram attacks occur when a ship moves into the hex of an enemy ship.

7.9.1 Ram attacks can only be made by ships with arrow bow indicators (◄ or ◄◄). Ram attacks are resolved immediately before any other ships are activated.

7.9.2 Towing or towed ships may not engage in ram attacks.

7.9.3 To resolve a ram attack, make a DR and modify the roll by the DRMs listed on the Ram Attack Table in the PAC.

7.8.4 Consult the Ram Attack Results Table to determine the result.

7.8.5 Failed ramming attacks do not result in ships being marked DIW, but the ramming unit's movement is concluded for the phase.

7.9 Combat End Game

After 12 impulses, the TBB combat for this Operational Sea Area is ended for this turn and a winner is determined.

7.9.1 As well as adjusting the VP markers, players should keep a running total of the "Per Occurrence" VPs (Section 12.1) as they fight the battle. The player with the most VPs is declared the winner of the battle.

7.9.2 The winning player can either leave the area and return to port, or compel his opponent to do so.

7.9.3 If the winning player elects to remain, an additional 5 victory points are awarded (propaganda effects).

7.9.4 If a tie results, the player with the initiative is declared the winner, but the 5 additional victory points for remaining in the area are not awarded in ties.

7.9.5 If any fleet is compelled to leave an area, then **all** other friendly fleets in that sea area must also leave. They will do so in the Return to Port Phase of the turn.

7.9.6 Any fleet that engaged in battle is marked with a "Low Fuel and Ammo" marker.

8.0 RETURN TO PORT PHASE

During this phase, Fleets and ships will return to friendly ports.

8.1 Procedure

The non-initiative player first, followed by his opponent, declares which fleets will return to the nearest (in MP cost) un-blockaded port.

8.1.1 All fleets in the "At Sea" boxes of sea areas can be returned to the nearest port.

8.1.2 No movement points are expended; simply relocate the fleet marker to the closest friendly port. If more than one port is equidistant, the owning player can choose to which port each fleet returns.

8.1.3 All fleets already marked with "Low Fuel" or "Low Fuel and Ammo" markers must return to a friendly port.

8.1.4 All fleets that do not return to port are marked with a "Low Fuel" marker.

8.1.5 Fleets are turned over to their un-activated sides

8.1.6 Ships that are DIW may only return to port if towed. Individual ships that cannot be returned with a fleet for any reason are eliminated (scuttled).

8.1.7 Individual Austrian and/or Italian ships in the "To the Mediterranean" box must return to port.

Note The Italian player will always be able to return to Taranto as the Austrian player cannot blockade it, and it is unlikely that the Italian player will be able to blockade every Austrian port.

Game Play Note If this should happen, the Austrian player should throw in the towel.

9.0 BOMBARDMENT PHASE

Fleets that are located in the On Station Bombardment sub-area of an opposing player's port location can conduct one round of bombardment attacks against those ports. All that do so may be subject to fire from shore-based gunnery. Enemy fleets or ships that are in the port do not suffer damage from bombardment, nor may they shoot back.

9.1 Bombardment Determination

9.1.1 Any number of ships in the bombarding fleet can engage in bombardment.

9.1.2 Players will alternate performing bombardment missions, initiative player first, until all bombardment missions are performed.

9.1.3 The player indicates which fleet assigned to bombardment will perform its attack and what ships within the fleet will carry out the bombardment attack. Relocate bombarding ships to a convenient place off-map and then resolve the bombardment.

9.2 Bombardment Resolution

Bombardment attacks are resolved basically the same as gunfire (see Section 7.4) except with their own modifiers.

9.2.1 The player with the initiative always fires first in a port bombardment, whether bombarding or defending.

9.2.2 Each port has a fire and defense factor. Note that the defense factor has "ic" beside it and so it is treated as an ironclad.

9.2.3 Each ship will engage the port in combat by making a DR and adjusting it by the modifiers listed on the Bombardment Table in the PAC.

Game Play Note There are no modifiers for size, range, or visibility in bombardment combat.

9.2.4 Consult the Bombardment Results Table in the PAC and **immediately** apply the damage results**.**

Game Play Note Follow-up bombarding ships may have an easier time of it if an earlier bombardment went well.

9.2.5 Each bombarding ship is also fired upon in turn by a coastal battery.

9.2.6 Coastal batteries do not have a crew rating and it is not used in Bombardment modifiers.

9.2.7 Coastal batteries do not "sink" and so may always fire back upon bombarding ships until all of their damage boxes are checked off.

9.2.8 Upon completion of all that port's bombardment firing, all bombarding ships are returned to their fleet display on the TBB and the fleet counter has a "Low Fuel and Ammo" marker placed on it.

9.3 Italian Army Unit Landing

At the end of this phase, if all the damage boxes for the port have been marked off, and the Italian army unit is in the Bombardment sub-sea area with the bombardment fleet, it can be landed, thus capturing the port.

10.0 BLOCKADE PHASE

If a friendly fleet is in the "Blockade" sub-sea area of an enemy port during this phase, determine and tabulate the VPs (see Module 12.0).

11.0 END OF TURN PHASE

11.1 Weather Damage Segment

In foul and rough weather turns, all damaged ships must first roll to determine if additional damage is sustained. For each, make a DR and apply the DRMs listed in the Weather Damage Table in the PAC.

If the resulting number exceeds the ship's defense rating, a number of hits equal to the difference is applied. Ships may sink as a result.

Historical Note This was the fate of the ICR Affondatore.

11.2 Repair Segment

Both sides may first repair damaged ships that are in a friendly port and then make port repairs.

11.2.1 A port may repair as many ships in a turn as its current defense factor. How this repair is distributed is up to the owning player.

11.2.2 Each ship repaired recovers damage based on its crew quality. An "A" crew recovers 3 damage, a "B" crew recovers 2 damage, and a "C" crew recovers 1 damage. Erase that number of crossed out boxes on the manifest sheet starting from the right-most crossed-out box and moving left.

11.2.3 These repairs can only be carried out on the ship itself and cannot be transferred or used for repairing other vessels.

11.2.4 If playing with optional critical hit damage (Section 14.1), all critical hits are removed during this phase whether a ship is in port or not. Any crossed-out box damage from fires must be repaired in port normally.

11.2.5 Port Repair Each port may repair up to 2 hits of damage per turn on its coastal defense battery. This port repair is carried out after determining the number of points available for ship repair.

11.2.6 Low Fuel / Low Fuel and Ammo These markers are removed from any fleets that are in port during the Repair Segment.

11.2 Reinforcement Segment

Both sides receive reinforcements at various points in the game, unless otherwise stipulated, usually during the turn's Reinforcement Segment. Some of these units may enter through random events, others when certain conditions apply and/or game turns have elapsed.

11.2.1 Austrian Reinforcements

a) The Austrian Support Fleet and all Austrian "G" Ships Starting Turn 2 at the beginning of this segment, the Austrian player makes a mobilization DR (no modifiers). If its result is ≤ to the current Austrian FML, the fleet marker and the 12 "G" ships become available and must be deployed. The fleet and ships are placed in Pola, or any un-blockaded Austrian port if Pola is under blockade.

b) Turkish Warships are received through a random event (see Section 5.2) and are denoted on their counters by a white R in a black box. Should they arrive, these 3 ships can enter that turn either at any un-blockaded Austrian port or deployed in the "To the Mediterranean" sea area. If deployed in the Mediterranean, a fleet marker is not needed for these ships; they may not leave this sea area and are permanently lost if compelled to retreat.

11.2.2 Italian Reinforcements

a) The Italian Reserve Fleet This unit and its ships (denoted by a white R in a black box on the seven Italian ship counters) begin

the game in Taranto. This fleet, and its ships, may not be mobilized unless the:

1) Austrian player bombards Taranto, **or**

2) Italian player's FML is 6 or more and a DR of less than the FML is made at the beginning of the Reinforcement Segment. The Italian player may still mobilize the Reserve Fleet immediately after a failing DR if a number of VPs equal to the sum of the failed DR and the Italian's current FML are awarded the Austrian player.

b) The Italian Army This unit is received by a random event or if the Italian FML reaches 6. This unit has an MP allowance of 2. It represents the troops and transport ships carrying them. It can be part of any fleet but is lost if the fleet it is a member of is compelled to retreat or it returns to port. The army unit is never deployed on the TBB if the fleet it is part of must fight a battle on the TBB. The Italian army unit can be landed at an enemy port as described in Section 9.3. The Italian player may never base ships in a port captured by the Italian Army unit.

c) French Warships The Italian player may receive the 3 French warships per a random event (Section 5.2): they are denoted on their counters by a white R in a black box. These ships may only be deployed into the "To the Mediterranean" sea area, they may not move out, and are lost if compelled to leave.

12.0 VICTORY DETERMINATION PHASE

Tabulate any turn-end VPs. If it is not the last turn, play proceeds to the next turn and the game turn marker is advanced one space. If it is the end of the game, determine who is the victor.

12.1 Victory Points

Both players attempt to win the game by garnering VPs. VPs are awarded or taken away on the VP Track for each of the following:

Per Occurrence
perform immediately upon occurrence

+? Each sunk enemy ship's defense rating.

+? Each individual ship in "To the Mediterranean" sea area compelled to retreat.

+5 Each enemy ironclad ("ic") that is sunk. *Exception No points are awarded for Turkish or French ships that are sunk.*

-? Foreign Affairs random event played (Austrian player only).

-? Activating a fleet that fails its mobilization or activation DR (amount lost equal to the difference).

+5 If the TBB victorious fleet remains in its sea area following the combat phase.

Per Turn
perform during Victory Determination Phase

+2 Each fleet blockading an enemy port.

+? For Commerce raiding (only Austrian player during turns 7-12).

End of Game
perform at the conclusion of turn 12

+1 Per hit on enemy port, up to the port's defense rating maximum (except Pola or Taranto).

+2 Each Italian hit on Pola, Austrian hit on Taranto.

+10 Italian Army unit landed at Spalato (Italian only).

+10 Italian Army unit landed at Venezia (Italian only).

+20 Italian Army unit landed at Trieste (Italian only)

+15 To player that last controls Lissa.

-5 If the Italian Army unit lands somewhere other than what was directed by the random event.

12.2 Determine the Winner

The player with the most victory points is declared the winner. The ratio of VP totals determines the quality of the win:

Minor Victory More VPs than your opponent, but not twice as many.

Major Victory Twice as many VPs, but less than three times that of your opponent (historical result for the Austrians).

Decisive Victory More than 3 times as many VPs than that of your opponent.

In those instances when one player resigns before a complete game is played, the opponent is awarded a decisive victory regardless of the victory point level.

Game play Notes Players may not "deficit spend" victory points to mobilize fleets, or enact/carry out other game events. A player's victory point level can never be reduced below zero. In those instances that a player would incur a loss of victory points that would drive the total below zero, the excess victory points are awarded to the opponent (propaganda victory).

13.0 GAME SET UP

There are 2 scenarios to *There Must be a Victory*. The first covers the entire campaign and uses all of the rules. The second details the battle of Lissa, and uses only the TBB

maps and rules for resolving combat. In both scenarios the Italian player deploys first, the Austrian player second. The weather on the first turn of the campaign game is automatically clear. The weather for the battle of Lissa is rough. Except where noted in the rules, all Austrian crew quality is A, Italian is B.

13.1 Campaign Game

13.1.1 Italian Set-Up The Italian player deploys as follows:

Reserve Fleet All 6 (or 7 if optional rule 14.5 is used) of its ships (marked with a white "R" in the black box) start and must remain with the Reserve Fleet until it is mobilized for the first time. The ship *Affondatore* may be an additional ship of this fleet. The Reserve Fleet begins the game in Taranto (see also Case 11.2.2)

Battle Fleet Make a DR. An "even" result means 2 "B" ships start as part of this fleet, otherwise 2 or 3 "B" ships do. 5 "F" and/or "C" ships plus 1 "D" ship begin in this Fleet. *Affondatore* may not be part of this fleet The Battle Fleet begins the game in Ancona.

Support Fleet 3 "G" ships and 3 "F" and/or "C" ships make up the Support Fleet. Up to 2 "B" and/or "I" ships may also be part of this fleet. The Support Fleet begins the game in Taranto.

Main Fleet All remaining "B", "C", "F" and "D" ships, as well as Admiral Persano, are part of the Main Fleet. The deployment of the Main Fleet is determined by a DR:

DR	Deployment Location
0-2	"At Sea" or in "Port" at Taranto (Italian player's choice)
3-6	In "To the Mediterranean" sea area
7-9	"At sea" or in "Port" at Bari (Italian Player's choice)

The Italian fleet FML is set at 2.

The Italians have 0 VPs at start of the game.

The Italian player does not have to roll for the Main Fleet's first mobilization on turn 1. Any second or third activation for this fleet must be rolled for. All other fleet mobilizations and activations must be rolled for normally for the rest of the game.

13.1.2 Austrian Set-Up The Austrian player deploys as follows:

The Battle, Main and Reserve Fleets These 3 fleets all begin the game in Pola. Except for the "G" ships, all Austrian ships are available and may be deployed among the 3 fleets as the Austrian player wishes, conforming to Section 6.3 for fleet composition. Admiral

Tegetthoff must be part of either the Battle or Main Fleet.

Support Fleet This fleet is set aside and will arrive as a reinforcement (Case 11.2.1a).

All 12 of the Austrian "G" ships are set aside and enter as reinforcements (Case 11.2.1a)

The Austrian FML begins at 5.

The Austrian have 0 VPs at start of the game.

13.2 Battle of Lissa

This is a Tactical Battle Board Scenario. Set up the battle maps as described in case

13.2.1 Italian Set-Up The Italian player deploys these ships in line-ahead formation, with the fleet flagship in board E's center hex (historically the flagship was the *Re d'Italia*).

The order of ships is as follows: "Bs" *Principe di Carignano, Castelfidardo, Ancona, Re d'Italia* (flagship with Persano on board), *Palestro, San Martino, Re d'Portogallo, Regina Maria Pia,* and the "D" ship *Messagero. Affondatore* (marked with an "Out of Command" marker) is deployed adjacent to, and its bow facing in the opposite direction of, the *Re d'Italia.*

13.2.2 Austrian Set-Up There are 3 Austrian fleets which are all in the flying wedge formation:

Battle Fleet The Battle Fleet's flagship deploys within 3 hexes of board A's center hex. "Bs" *Erhzhog Ferdinand Max* (fleet flagship with Tegetthoff on board), *Habsberg, Salamander, Kaiser Max, Don Juan de Austria, Drache, Prinz Eugen,* and "D" *Kaiserin Elisabeth.*

Main Fleet The flagship for the Main Fleet deploys 1 or 2 hexes immediately behind the Battle Fleet's flagship. It is composed of "F" and "C" ships *Kaiser* (flagship), *Friederick, Adria, Novara, Radetzky, Donau, Schwarzenberg* and the "D" ship *Grief.*

Support Fleet The Support Fleet's flagship deploys 1 or 2 hexes immediately behind the Main Fleet's flagship. It is composed of the "G" ships *Hum* (flagship), *Seehund, Dalmat, Reka, Velebit, Wall, Streiter* and the "D" ship *Andreas Hofer.* The "G" ships *Kerka* and *Narrenta* start the game off-map and will enter along any map edge of map A on turn 1. They are both Out of Command.

13.2.3 Battle of Lissa Special Rules

The Italian Disorganized Command random event is in effect.

The Italian player has the initiative.

The weather for the battle of Lissa scenario is "Rough"

13.2.4 Victory The player that has accumulated the most VPs wins. In the event of a tie, the Italian player wins.

14.0 OPTIONAL RULES

The following rules add some historical detail to the game and can be used to balance play between opponents of differing abilities. Enjoy!

14.1 Critical Hits

Each time an attack results in hits that cause damage to a ship, roll a die (one die per attack, not per hit). If the die roll is "0" a critical hit has occurred. Roll again to determine which of these critical hits has been sustained:

14.1.1 On Fire A ship catches fire with a second critical hit die roll of 0-3. At the end of each battle impulse roll a die for On Fire ships. Modify the die roll for crew quality, +1 for A, -1 for C. A die roll of 8 or more means that the fire has been extinguished and the marker is removed. A die roll of 3-7 means the fire continues to rage and 1 hull space is checked off the ship's manifest. A die roll of 0-2 results in the fire causing the ship to catastrophically explode and sink.

14.1.2 Bridge Hit A critical hit DR of 4-7 means that the ship's bridge has been hit, reducing the effectiveness of the ship's command and control. Reduce the ship's crew rating to C and fire combat factor by 2.

14.1.3 Rudder Hit A critical hit DR of 8-9 means that the ship's steering and propulsion system has been damaged. The ship is considered DIW (place marker). At the end of each battle impulse roll a die for ships with a damaged rudder. Modify the die roll for crew quality, +1 for A, -1 for C. A DR of 7 or more means that repairs have been made and the marker is removed. Otherwise the ship remains DIW.

14.1.4 All critical hits that have not been successfully removed during the course of battle are automatically removed during the repair phase, regardless of whether the afflicted ship is in port or at sea.

14.2 *Affondatore* Not Ready

Historically the Italian ironclad ram *Affondatore* was on its way from the English shipyard when the war broke out. The ship was not completely fitted out, and the crew was unfamiliar with its workings. To simulate the

uncertainty Admiral Persano had over the availability of this warship, make a DR, halve the result (drop any fraction) and add 1 at the beginning of the game. The result is the number of hits that are applied to the *Affondatore's* hull. Until these hits are completely repaired, the *Affondatore's* crew rating is considered to be C. Once repaired, the crew rating will become B.

14.3 Austrian Rifled Guns
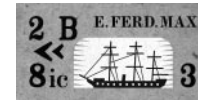
The Austrians were all set to receive shipment of several large caliber rifled guns for their navy from Prussia when war broke out. Of course the Prussians seized them and used the weapons on their former customers. The Austrian navy could have had them, however, if the Austrian government was more expeditious in paying for the weapons and not tying them up in red tape. This rule assumes that the Austrian navy was able to get these weapons in time. Treat the fire combat factors of the broadside ironclads *Erzhog Ferdinand Max* and *Hapsburg* as being equipped with rifled guns (i.e., with an "r").

14.4 Dispatch Ships

These vessels were used by both sides to relay signals and aid the fleets' flagships in maintaining control with their formations. A dispatch ship (D) may activate with any flagship to which it maintains a clear line-of-sight, and is within visibility range, regardless of its facing or position relative to the flagship. Further, it can serve as a "pseudo-flagship" to otherwise Out of Command ships if the D ship can see the flagship. A D ship can only serve this function for 1 flagship in an impulse.

14.5 Ironclad *Roma*

This warship was still under construction when the war broke out. This rule assumes that the Italian naval ministry expedited the construction of the vessel to have it somewhat ready by the time hostilities broke out. The Italian player can deploy this warship on any turn with the Reserve Fleet at a cost of 2 VP plus the current Italian FML. Additionally, a number of hits are applied to the *Roma's* ship manifest equal to the roll of one die, halve the result (drop any fraction) plus 1. Until these hits are repaired the ship's crew quality is considered to be C. These repairs may be made even if the Reserve Fleet is not activated. Once fully repaired the crew quality rating will become B.

Historical Note *The semi-finished ironclad was based in Naples. It spent the war cruising up and down the west coast of Italy, well within sight of land, to re-assure the coastal populace they were protected.*

15.0 DESIGNER'S NOTES

The Battle of Lissa, that marked the climax of this naval campaign, was significant not for its effects on the war being waged by the combatants, which were negligible, but on the evolution and development of warship design. Admiral Tegetthoff's aggressive use of the ram, and the dramatic sinking of the Italian ironclad battleship *Re d'Italia,* grossly inflated that weapon's importance in naval tactics of the late 19th century. The Austrians unorthodox flying wedge formation was developed to make up for their deficiency in rifled guns, and their success at Lissa led to decades of debate among naval planners and ship captains. How to fit changing weaponry and technology into a fleet's strategy and tactics would not be settled until another 40 years had passed and Japanese warships slaughtered two Russian fleets with long-range gunnery.

Some naval games lack two aspects of play that are important to me personally. One is the necessity to relate what is happening to the war on land, and how those leading the fleets attempt to influence the course of military events. Why fleets put to sea, and the reasons battles occur, are often dictated by what is happening ashore, and this was especially true regarding the naval campaign of the Seven Weeks War. Another crucial aspect with a naval game's replay ability is its utility to be played solitaire. Much effort and thought went into incorporating these design elements into *There Must be a Victory.*

Enjoy and learn!

15.1 Austrian Player Guide

Opportunities to carry the war to the enemy should come easy and often early in the game given your high fleet mobilization level. The navy you have with which to engage the enemy, however, is outnumbered and outgunned. Superior command ratings and formation flexibility should help make up for some of these inadequacies.

Try to rack up a significant lead in victory points early-on to keep up your fleet mobilization level. Take advantage of your opponent's ponderous command structure and slower ships by using second and third moves to escape those forces that could overwhelm you, or to run down those you can engage and sink. Once engaged with the enemy though, go for the jugular.

15.2 Italian Player Guide

You have a large and powerful navy, but it is led by an admiral not sure of how to fight, and a government afraid of risking its loss. Dividing your fleets to get around Persano's command handicap, in order to take at least some of the fight to the enemy, may be one way to keep the Austrians off-balance and from running up an astronomical lead in victory points. Such a strategy could also lead to a significant part of your fleet being destroyed in piecemeal battles. Decisions, decisions...

Admiral Persano may not have been totally mistaken with his cautious approach, however. As the game develops your fleets will be easier to mobilize while your opponent's become harder. Weigh your options carefully. Usually in the late game it will be the Italian navy that dictates where and when a major engagement occurs. Planning and foresight, as well as a fair degree of buona fortuna, are important ingredients to success, but especially so to the Regia Marina of 1866.

16.0 BIBLIOGRAPHY

Bennighof, Mike. "Hearts of Iron: Lissa, 1866." in *Osprey Military Journal* (Special preview issue, 1999), pp. 22-27.

Crawford, Steve. Battleships and Carriers. New York: Barnes and Noble Books, 1999.

Greene, Jack and Allessandro Massignani. *Ironclads at War: the Origin and Development of the Armoured Warship, 1854-1891.* Conschohocken, Pennsylvania: Combined Publishing, 1998.

Hale, John Richard. *Famous Sea Fights: from Salamis to Jutland.* New York: Dial Press, 1931.

Hill, Richard. *War at Sea in the Ironclad Age.* London: Cassell and Company, 2000.

Kiss, P.A. "Ram Everything Gray: the Battle of Lissa." in *Command,* number 32 (January-February, 1995), pp. 35-49.

Macintyre, Donald and Basil W. Bathe. *Man-of-War: a History of the Combat Vessel.* New York: Castle Books, 1969.

Mordal, Jacques. *Twenty-five Centuries of Sea Warfare.* New York: Clarkson N. Potter, 1959.

Pemsel, Helmut. "Wilhelm von Tegetthoff: Admiral of the Unexpected." in *The Great Admirals: Command at Sea, 1587-1945.* Jack Sweetman, editor. Annapolis, Maryland: Naval Institute Press, 1997.

Wawro, Geoffrey. *The Austro-Prussian War: Austria's War with Prussia and Italy in 1866.* New York: Cambridge University Press, 1999.

Wawro, Geoffrey. "Luxury Fleet: the Austrian Navy and the Battle of Lissa, 1866." in *New Interpretations in Naval History: Selected Papers from the Eleventh Naval History Symposium.* Edited by Robert W. Love, Jr. Annapolis, Maryland: Naval Institute Press, 2001.

Wilson, H.W. *Ironclads in Action: a Sketch of Naval Warfare, volume 1.* Fetter Lane, London: Sampson Low, Marston and Company, 1896.

Starboard

Bow ← **Stern**

Port